NINTENDO®
FUN CLUB NEWS

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THE PREZ SEZ

## Welcome to the Club!

**A message from Howard Phillips—professional video gamesman and President of the Nintendo Fun Club**

The Nintendo Fun Club was created especially for people like you and me. Playing video games is how we have *fun*, and that's what this club is all about.

Take the NINTENDO FUN CLUB NEWS, for instance. You'll get it several times a year. In each issue you'll find:

- Articles on how you can have the most fun (and get the highest scores) playing the hottest Nintendo games
- Confidential "Sneak Peeks" at the hottest new home games *before* they're available in stores
- A special section which invites *you* to write in with your best scores on Nintendo home games. (The highest scores will be printed in future issues.)
- A column devoted to playing tips from video game pros ... and more!

As a Fun Club member, you're also entitled to get selected Nintendo games and merchandise at discounts ... and sometimes for *free!* (Look for the two coupons enclosed in this mailing.)

I've spent more than 10,000 hours perfecting my video game skills – and I've loved every minute of it! As club president, I'll make sure you have fun, too!

(More about Howard, page 4)

# Super Mario Bros.™ enter amazing worlds to rescue princess

Imagine fighting a ruthless army of evil-doers – in a setting that's stranger than any nightmare. That's the challenge you'll face in SUPER MARIO BROS., the latest home video game to sweep the nation.

This gripping game offers a seemingly endless number of fantastic worlds, each with various levels to test your skill and stamina. Here's the story:

Once upon a time in the kingdom of the peaceful Mushroom People, a tribe of hideous turtles called the Koopa, launched an invasion. Famous for their black magic, the Koopa turned all the Mushroom People into stones, bricks, and dried-up plants.

**Super Mario is poised to pounce on a deadly Koopa.**

### Princess held captive

Only the Mushroom King's daughter, Princess Toadstool, can undo the dastardly spell. But alas, she's being held captive by Bowser, the Koopa Turtle King.

Players: Your challenge is to guide Mario, the story's hero, through a maze of strange and wonderful worlds to rescue the Princess.

Sound easy? Don't be too sure. Beware of firebreathing dragons, man-eating plants, and cliffs of no return. And always keep your eyes peeled for deadly Koopa warriors.

### Mario has special powers

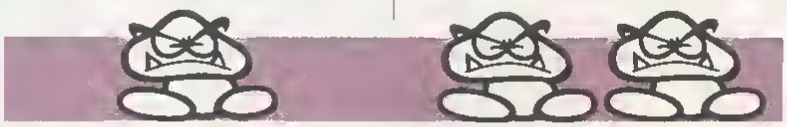
Yes, this game is filled with sinister obstacles ... but it also has ways for clever players to avoid them. Special powers turn Mario into Super Mario, Fiery Mario, or Invincible Mario.

Tunnel worlds take you out of evil's way for a while. And you won't want to pass up a chance to climb the magic beanstalk into the clouds.

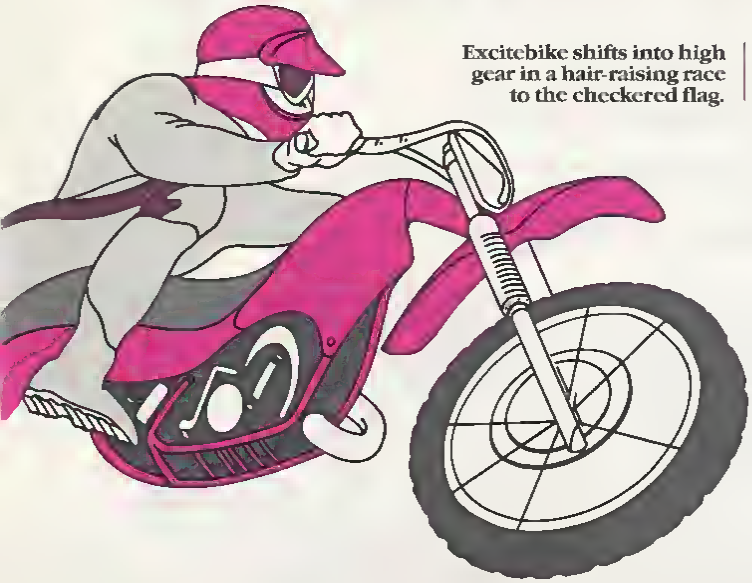
Will you succeed? Can you help Mario rescue the Princess? What if he reaches the castle only to find that the Princess is hidden elsewhere? Her fate – and that of her people – is in your hands.

### CAUTION!

Anyone who wants to play this game well should have a practiced hand, or at the very least, the new book, "How to Win at Super Mario Bros." This book is *not* available in bookstores. To get your copy, look for the coupon included in this mailing.



# Design your own treacherous race course with Excitebike™



Excitebike shifts into high gear in a hair-raising race to the checkered flag.

Talk about interactive video games! EXCITEBIKE, and the rest of Nintendo's Programmable series, are the only home games in which *you* can make the rules.

EXCITEBIKE features the exclusive Design Mode – which lets you create your own race course every time you play. So whether you take a leisurely Sunday drive... or face a daredevil course at break-neck speeds, it's up to you!

### Turbo-charged power

How fast can you actually go? Faster than you may think, because each EXCITEBIKE is equipped with a turbo-charger. Push a button on your controller, and the engine gets a fiery burst of power. But don't use it too much, or your bike will overheat and can't be used until it cools down.

EXCITEBIKE also lets you select from five different race-tracks pre-programmed by Nintendo designers, and you can choose to race alone or against other motocross riders.

# State-of-the-art video gun blasts bad-guy targets at Hogan's Alley™

Your mission is to clean up the streets and make HOGAN'S ALLEY safe for innocent, law-abiding citizens.

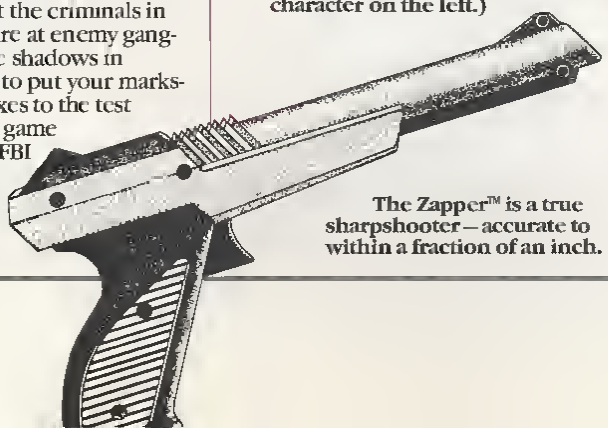
You'll need a weapon, though, and Nintendo has a doozy for you: the high-tech, light-sensing "Zapper".

Accurate to within a fraction of an inch (previously unheard of in video guns) the Zapper detects light from your TV screen at a distance of up to 15 feet. But you must have a sharp eye and steady hand to shoot only the gangsters.

### Ready, Aim, FIRE!

So, take your Zapper in hand. Get ready to single out the criminals in "Line-up I.D." To fire at enemy gangsters lurking in the shadows in "Street Beat." And to put your marksmanship and reflexes to the test in "Trick Shoot," a game inspired by actual FBI target practice.

You have to be a quick draw to shoot *only* the gangster. (He's the shady character on the left.)



The Zapper™ is a true sharpshooter – accurate to within a fraction of an inch.

In fact, HOGAN'S ALLEY is so sophisticated, it was the featured game in a New York video tournament in which teenage contestants faced up to real policemen.

The teenagers hit their targets almost every time. In a not-too-surprising finish, however, Officer John Hunt of Manhattan's 28th Precinct outscored them all.

# At "The Super Mario-A-Thon," video experts battle celebrity players for good cause

Many of us expect to see stars only in the night-time sky But SUPER MARIO BROS fans were treated to a day of star-studded excitement on Saturday, December 6.

At Roxbury Park Recreation Center in Beverly Hills, over 40 young celebrities from such motion pictures and TV series as "Stand By Me," "Family Ties," "Growing Pains," "Kids Incorporated," "Our House," "Alf," and many others came together to play SUPER MARIO BROS in the first Super Mario-A-Thon ever

The purpose? To help Nintendo raise money for the Scott Newman Foundation, a non-profit organization which helps kids say "no" to drugs

### "Stand By Me" star stands his ground

It became clear early in the day that the celebrities were just as qualified as the other players The day's top score of 239,400 was racked up within the 10-minute time limit by Wil Wheaton, 14, star of the hit movie "Stand By Me" Wil's sister Amy, 8, and brother Jeremy, 10, were also top scorers.

When asked about his family's high scores, Wil responded, "We've had SUPER MARIO BROS at home since March. I first got hooked on the game

(Continued on page 4)

**RIGHT: Justine Bateman (center), star of NBC's "Family Ties," takes her turn, while her real-life brother, Jason Bateman (left), star of NBC's "Valerie," and Super Mario cheer her on.**

**BOTTOM: Within a 10-minute time limit, Wil Wheaton (left), star of the movie "Stand By Me" racked up an amazing 239,400 points to become the Overall High Score Winner of the day. Younger brother Jeremy Wheaton (center) was a top scorer himself. Both were awarded their prizes by Super Mario.**

## SNEAK PEEKS

### Confidential to Fun Club Members

The following video games will be available in home-game versions soon. Look for them in selected stores in early 1987

**Pro Wrestling**

Climb the ropes for a crushing kneedrop, or fly over the ropes for some out-of-ring outrageousness That's the kind of action you'll see in Pro Wrestling Choose your wrestler from a list of six tough characters But remember, each opponent has his own special tricks

**Slalom™***

One of the newest hits in the arcades, Slalom recreates actual skiing conditions

Speed down the slope and through the flags, dodge trees, sledders, and other skiers, even jump over moguls – all while you race the clock to the finish line

Don't forget to look in next issue's SNEAK PEEKS for previews on these soon-to-be-released home games Volleyball, Punch-Out!!™ and The Legend of Zelda.™

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# High Score Competition lets you match skills with other Fun Club members

Here's your chance to become famous! The Nintendo Fun Club is sponsoring a nationwide High Score Competition open only to Fun Club members.

Meet the challenge and submit your best scores for SUPER MARIO BROS., EXCITEBIKE, or HOGAN'S ALLEY (or all three!).

Winners' names and scores will be printed in a future issue of NINTENDO FUN CLUB NEWS, and also in "Top Score," a publication of the Amusement Players Association. (See page 6 for related story.)

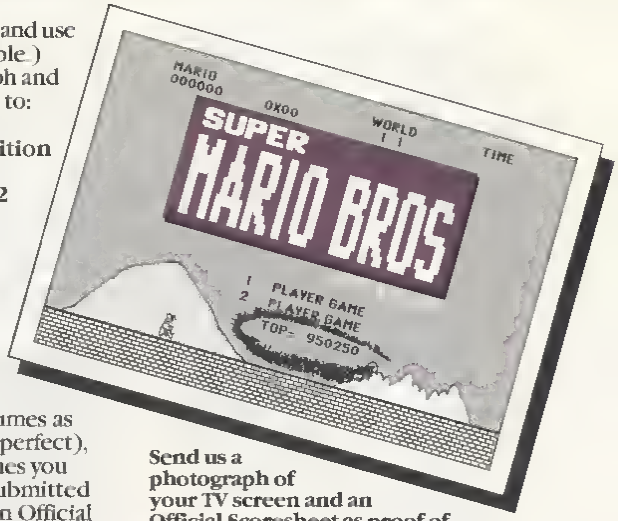
### How to Enter

1. Write the score of your game on an Official Nintendo Scoresheet. (To get your Official Scorepad Set, see brochure in this mailing.)
2. Take a photograph of your TV screen showing your score. (For best results, turn off all lights in room, do not use a flash, and use a 35mm camera if possible.)
3. Mail both the photograph and your Official Scoresheet to:

**Nintendo Fun Club**
**High Score Competition**
**P.O. Box 957**
**Redmond, WA 98052**

You may enter as many times as you want (practice makes perfect), for any of the featured games you choose. Entries that are submitted without a photograph or an Official Scoresheet will *not* be accepted.

Good luck!




**Send us a photograph of your TV screen and an Official Scoresheet as proof of your score.**

## Howard Phillips:
# "I've got the best job in the world!"

It would be hard to find someone who's better suited to being Fun Club president than Howard Phillips.

"I travel all around the country, playing in the arcades and asking kids what they like and don't like," said Howard in a recent interview. "It's a blast! I don't know anybody else who has a job as fun as mine."

Howard has a lot of influence on which arcade hits will become Nintendo home video games. People trust him because he's one of the best players in America.

**Howard in his office, surrounded by the video games he plays every day.**

### Practiced for more than 10,000 hours

"If you added it all up, I'd say I've practiced for at least 10,000 hours," Howard said proudly. "I had to get a job to make up for all the quarters I was losing!"

"So when the Nintendo people came to me with a job offer, I couldn't say "yes" fast enough. Now I get to play the most exciting video games in the world (Nintendo) whenever I want, for as long as I want, and all for free!"

## Super Mario-A-Thon

**(Continued from page 3)**

in the arcades. So when it came out as a home system it didn't take long before we put it on our own TV." What's the highest score Wil's reached at home? "I think in the neighborhood of about 900,000," he said.

### 22 fantastic prizes given away

There were three levels of prizes in the Super Mario-A-Thon. The first level was a Nintendo Control Deck. This was given away in a drawing for all those who were able to score higher than the celebrity he or she played against. 20 lucky players won this prize, plus a SUPER MARIO BROS. game.

A 19-inch color TV with a Deluxe Nintendo Entertainment System™ was the Grand Prize. It was awarded through a random drawing of all the challengers in the day's event.

A Deluxe Entertainment System *and* 15 of the top Nintendo video games were given to the overall High Score Winner of the day, Wil Wheaton. When asked if he ever rescued the princess, Wil's brother Jeremy held his fingers an inch apart and said: "We came this close!"

# MAILBAG

### Producer's Praise

Dear Nintendo:

I recently purchased your Nintendo Entertainment System, and I think it's terrific.

I have always enjoyed playing video games, both at home and in the arcade – SUPER MARIO BROS., WRECKING CREW and ICE CLIMBER are all absolutely great!

Needless to say, I am looking forward to your new games and products. Keep up the outstanding work.

Bob Gale, Producer
"Back to the Future"
Universal City, CA

### Impressed with Graphics

Dear Nintendo:

I am very pleased with your product. The graphics are amazingly similar to the video games at the arcade.

I am especially impressed with R.O.B. and the Zapper. I can't wait for each new game to come out.

Thank you for the many entertaining hours of fun.

John Pawlick, Jr.
Lancaster, NY

### Six New Games in '87

Dear Nintendo:

I must admit I've been hooked! Your selection of games is outstanding, creative and original, and contains some of my all-time favorites.

I have some questions, though. Is the Nintendo system expandable? How many games can I look forward to in the coming year? And, will I be able to buy replacement controllers, or will I have to send them in for repair?

Keith McMiller
Norfolk, VA

**Dear Keith:**

**Here are answers to your questions:**

**1) Yes, the Nintendo Entertainment System (NES) is designed to be compatible with other components. The current games and accessories represent only the beginning of the system's capabilities.**

**2) In 1987, we plan to introduce 6 new video game hits, which will bring the home library up to 43 fantastic games for your NES.**

**3) Nintendo will gladly fix or replace *any* piece of equipment under warranty, free of charge. (New controllers and accessories can also be purchased from us.)**

We at Nintendo appreciate your letters. Your comments help us to give you what you want: exciting games, state-of-the-art equipment, and courteous service. Please send your letters to:

**Nintendo Fun Club News**
**MAILBAG**
**P.O. Box 957**
**Redmond, WA 98052**

## Playing tips from the experts on this issue's featured games.

### Super Mario Bros.

**For beginners:**

➡ Your red "B" button can help you do more than just run faster. Hold it down when you're jumping and see how far you can go! Use this technique to jump higher up the flagpole and earn more points.

➡ Speaking of the flagpole, those fireworks you sometimes see do not happen by accident. Here's a hint: the number of seconds remaining on the timer determines whether or not the fireworks go off, and how many times they do. Each blast is worth 500 points, so it's worth your time to figure it out.

➡ When you come to World 1-2, there is a way you can enter Worlds 2, 3, and 4. Have you discovered it yet? (Hint: See last tip in "advanced" section.)

**For advanced players:**

➡ As you know, the "down" button enables Mario to go down through pipes. What you may not know is that it also lets him slide through "tight spots," such as low-hanging bricks. Here's how.

➡ Get Super Mario moving as fast as you can in either direction. Now quickly push the "down" button. Mario will crouch down low and slide under previously impassable obstacles.

➡ There's more: If you hit the red "A" (jump) button while Mario is sliding under a "tight spot," he'll break bricks he wouldn't normally be able to break. Be careful – you have to be very quick!

➡ Experiment with this strategy. Take Mario up on your screen as high as you can go (usually to the top layer of bricks). You should be able to see only his feet. This technique will help you accomplish tasks you wouldn't otherwise be able to.

### Hogan's Alley

Sharpshooters can improve their scores by using the following trick.

➡ To give yourself more time to see whether your target is a good guy or a bad guy, rapidly pull the trigger. Sound strange? Each time the screen flashes, the game is momentarily frozen. The faster you pull the trigger, the more the game "slows down." Try it – it does work!

### Excitebike

➡ Excitebike racers go so fast, they often lose their balance and fall. If you do, pump the "A" button on your controller. This will quickly put you right side up, and right back into the race.

➡ Remember that your Excitebike acts like a real motorcycle. When you take a jump, lean forward and keep your front wheel up high. When you get ready to land, lean back a little and make sure your back wheel touches the ground first. This maneuver keeps you from "wiping out."

➡ If you're racing against another rider in a particularly close heat, you can be sneaky and knock him down. Just hit his front wheel with your rear wheel – now you have the time to surge ahead!

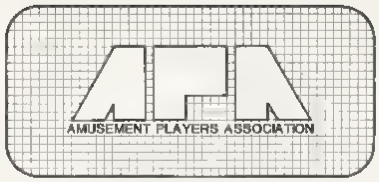
Look for more playing tips in next issue's PRO'S CORNER, including how to get into "Minus Worlds" in SUPER MARIO BROS.

# Amusement Players Association reveals its "Top Score" to Fun Club Members

"Top Score" isn't a number. It's a newsletter put out by and for the respected Amusement Players Association (APA).

In a special arrangement with Nintendo, the APA has agreed to offer Fun Club members the opportunity to receive "Top Score."

In addition, "Top Score" will print the names and scores of Fun Club members whose scores are high enough to qualify for its "International Scoreboard" section. The NEWS will also print "Top Score's" star players.




**The Amusement Players Association is 2,000 members strong.**

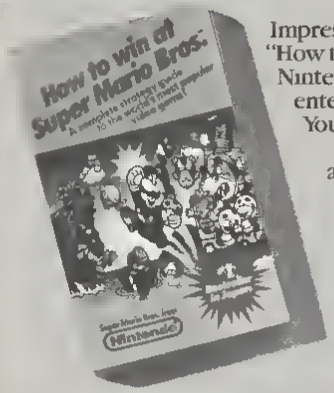
"Top Score" keeps its readers up on the very latest video game trends in the world. It also profiles players, visits video tournaments, and interviews game designers.

"Top Score" is read by many authorities, including the U.S.A. National Video Game Team – the Guinness Book of World Records video game champions.

For more information on how you can receive "Top Score," and become a member of the Amusement Players Association, please write to

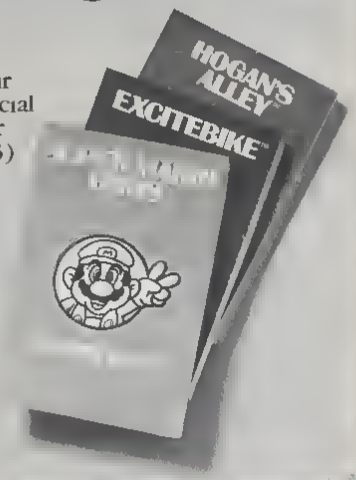
Steve Harris, Editor
Top Score Magazine
P.O. Box 1558
Torrance, CA 90505

## FREE "How to Win" book and Official Scorepad Set will help you play smarter, score higher!




Impress your friends with your playing skill! Get your "How to Win at Super Mario Bros." book and the Official Nintendo Scorepad Set (part of the requirement for entering the High Score Competition – see page 3). You'll play like a pro and score like a pro!

These exclusive items are not currently available in stores. Look for the coupons inside this mailing to order. Offer is open *only* to Fun Club members. Quantities are limited and certain restrictions apply, so hurry!




FUN Nintendo CLUB

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